

**2022 Winter Camp
Leader's Guide
CAMP ATTAKAPAS
Jena, LA**

November 19 – 22, 2022



**LOUISIANA PURCHASE COUNCIL
Boy Scouts of America**

Important Dates:

Nov 7th (Monday)

BOY SCOUT Early Bird registration ends
(Scouts save \$25 off regular fee)

WEBELOS SCOUT Early Bird registration closes
(Scouts and parents save \$10 off Regular fee)

Nov 10th (Thursday)

Last day to order T-shirts

Nov 14th (Monday)

Registration Ends

Get the Latest Information at www.louisianapurchasecouncil.org

Welcome back fellow Scouters!

The plan and program for 2022 is similar to last year – camp will run Saturday – Tuesday, with no evening meal on Friday night, and camp ends after closing campfire Tuesday evening (troops are welcome to stay at camp until Wednesday morning).

The new ***Citizenship in the Society*** Eagle-required merit badge will be offered this year. Space will be limited so please only register scouts who are currently Life rank and need this badge complete their Eagle rank requirements.

If you have any adult leaders or Life or Eagle Scouts ages 15 and older who would like to assist with various camp programs, including Brown Sea Island or any merit badge counseling, please have them contact Vinson Mouser (337-459-1013 or mouserv@bellsouth.net) as soon as possible. **All youth staff candidates must have prior approval by their scoutmaster and the program director before they register online.** As an encouragement, the Youth Staff fee for Winter Camp will be \$75.00 and they will be allowed to work on one (1) merit badge.

When registering please create a single registration for your troop, and call the Scout office at 318-325-4634 if you have questions or any registration issues. We look forward to seeing you in November!

Richard Crise, Camp Director
Vinson Mouser, Program Director
Troy West, Business Manager
Odis Riley, Shooting Sports Director
Joe Hoover, Camp Chaplain

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Schedule

All troops are to check-in at the Simmonds building, having final troop counts and medical forms in-hand. Camp ends after the closing campfire Tuesday night, though campers may depart Wednesday morning. If a Troop stays until Wednesday Morning, it is then treated as a unit campout. You will be responsible for the safety of your scouts.

There is a mandatory SM/Adult Leader/SPL meeting following check-in at 9:00pm in the Ayres building.

Daily Schedule (SUBJECT TO CHANGE):

Camp Attakapas Daily Schedule				
WINTERCAMP 2022				
Revised 10/10/2022				
	<i>SATURDAY</i>	<i>SUNDAY</i>	<i>MONDAY</i>	<i>TUESDAY</i>
7:00 AM	Reveille			
7:30 AM	Flag Ceremony			
7:45 AM	Breakfast			
9:00 AM	Morning Sessions			
12:00 PM	Lunch			
1:30 PM	Afternoon Sessions			
3:30 PM	Camp-wide Activities			
5:00 PM	Flag Ceremony			
5:15 PM	Supper			
6:45 PM	Campfire Program	Catholic & Protestant Services	Night Infiltration Game	Campfire Program
7:45 PM	OA Movie Night *	Flag Retirement Ceremony *		
10:30 PM	Taps			
10:45 PM	Lights Out			
<i>* may move based on weather</i>				
<i>DON'T FORGET THE DUTCH OVEN DESERT COMPETITION MONDAY NIGHT</i>				

Registration and Fees

Registration

Registration for both the Scouts BSA and Webelos programs is to be done online. Each Scoutmaster and Cubmaster (or their designee) will be registering their Scouts through the www.louisianapurchasecouncil.org website, and paying the fees electronically or by mail. **Only one person per troop or pack is to perform all registrations for their unit.**

The Individual Scout Merit Badge Worksheets (later in this guide) are to assist the Scoutmasters with online registration. **The worksheets will not be accepted at the Scout Office.** Once the registrations are made, changes are permitted online, but as time goes on, classes fill up and changes are typically not available. During check-in, there will be an opportunity to request schedule changes, but classes are usually full by this time, so don't assume class space will be available.

Fee Schedule

Camper	Early Bird Fee	Regular Fee
BSA Scout	\$175	\$200
Troop Adult *	\$75	\$75
Youth Staff **	\$75	\$75
Webelos Scout	\$55	\$65
Webelos Adult	\$40	\$40

* – Each adult leader attending with every 8 scouts is provided free registration (2 for 16, 3 for 24, etc)

** – Youth Staff are allowed to take one merit badge class. Youth Staff must be 15 years old or older, Life rank or higher, and **be approved by the Program Director before registering as Youth Staff.**

Camp fees cover all meals, activities, equipment, camp patch, T-shirt, and recognition awards. (special MB fees may apply)

Webelos camp fees cover all meals, activities, equipment and camp patch.

Camperships

Funds may be available to help defray the cost of camp when a real financial need is demonstrated (LA Purchase Council scouts only). Contact the scout office for details and requirements for consideration. More information is at:

<http://www.louisianapurchasecouncil.org/openrosters/DocDownload.aspx?id=57459>

Refunds

In case of camper cancellations after close of on-line registration, \$75.00 of the camper's fee is non-refundable. It may be transferred to another scout taking their place. The balance of the camper fee paid is refundable upon written request during or prior to the check-in at camp. A refund may be granted under the following conditions:

- Illness of scout prevents their attendance at winter camp
- Illness or death in family of scout prevents their attendance
- Family leaves Council, making it impractical for scout to attend local council camp

NOTE: Refunds are returned directly to the troop and not individuals; therefore, refunds due a family must be handled by the troop. Refunds (if approved) will be mailed from the Council. Send refund request to robin.richard@scouting.org. Deadline for refund request is Dec 12th, 2022.

Merit Badges

Vertical block scheduling returns again this year. There will be qualified counselors for all merit badges offered – both camp staff and outside experts who have agreed to volunteer their time. Programs offered are scheduled based upon the merit badges requested and the availability of counselors. Scouts register with their Scoutmasters by indicating their top three choices for each session on the Scout Merit Badge Worksheet. This allows additional choice placement by the Scoutmaster if a higher priority class is already filled. **Class sizes are limited, so it is important for the Scoutmaster to register Scouts online as soon as possible.** The Scoutmaster will enter each Scout's name, troop number, rank, shirt size, and any special dietary need, then enter the choice for each merit badge session.

Some merit badge classes require a rank pre-requisite – **please honor this requirement (and come prepared) to avoid placing scouts in classes that are beyond their capabilities.** Some merit badges are offered more than once. A review of the daily schedule will assist you in placing your Scouts.

Some merit badges cannot be completed at camp due to requirements which require time or activities that simply cannot be performed within the confines of time and resources. In these cases the requirements will have to be completed either before or after Winter Camp by the individual scout, which is the responsibility of the Troop. Check the merit badges offered to determine if advanced work is needed. Actual Merit Badges will not be issued at camp; this remains the responsibility of the Troop to submit Merit Badge completion forms to the Council to obtain Merit Badges.

All merit badges offered and scheduling are subject to change and/or cancellation depending upon unforeseen circumstances and or lack of enrollment.

Special Events

FLAG RETIREMENT CEREMONY

A solemn ceremony retiring flags that have been worn beyond their useful life. (dependent upon available flags)

NIGHT INFILTRATION

What a game! Night Infiltration is a voluntary camp wide game in which several troops combine forces with each other and create three or four large teams to compete for certain special privileges. The objective of the game is for each team to search for the point man which is strategically hidden within a designated area. Each time one of the team members makes it to the point without being spotted by the staff, he earns a point for his team. The use of flashlights is strictly forbidden unless a scout is lost and needs it to find their way. If a scout uses their flashlight to spot the staff, they will be disqualified. Also, running, yelling, pushing, and shoving are forbidden.

Several adult staff members will be within the playing field with radio communication to the Camp Director. The adult staff or Camp Director may disqualify any participant and / or terminate the game.

ANNUAL POLAR BEAR TAG & RELEASE PROGRAM

This popular program returns this year, so it's time once again to test the frigid waters of Lake Story! Bring your swim trunks and join the rest of the polar bears and get tagged with a special patch, and then warm up by the fire.

DUTCH OVEN DESSERT COOK-OFF!

The dutch oven competition will be Monday evening immediately after supper. All troop leaders, troops, and patrols are invited to participate!

MORE STUFF

- Order of the Arrow call-out ceremony Tuesday night (assuming available and worthy scouts are present)
- Camp-wide games
- Campsite Inspection Competition

Dining at Wintercamp

All meals are provided during camp and every effort is made to provide a tasty, nutritious meal for all attendees. Special effort will also be made for campers with special dietary needs, so be sure and indicate these needs during online registration.

On the final night of camp (Tuesday), family and guests are invited to join the scouts for dinner and the closing campfire. **Scoutmasters must give a visitor headcount to the Program Director by dinner time Saturday to ensure adequate meal preparation by the Dining Hall staff. The cost is \$5/guest, payable at the trading post.**

General Information

Troop Leadership

The Boy Scouts of America requires at least two adult leaders when a troop is participating in an outdoor activity. One leader must be at least 21 years of age and the remaining leaders must be over 18 years of age.

Trading Post

The Trading Post will be selling items for your convenience. Items include snacks, drinks, various toiletries (soap, toothbrush, etc.), and numerous Scouting items. Assorted handicraft items along with patches and literature (including some Merit Badge pamphlets) will also be available.

Parents & Visitors

Visitors are always welcome at camp. Visitors must check in & out of camp at the Ayres building. A 24-hour notice is greatly appreciated for all dinner guests. Please RSVP through your Scoutmaster, who will relay the information to the Camp Director. All guest meals are provided at a cost of \$5.00 per meal and are payable at the Trading Post. There are no facilities at camp to allow parents to stay overnight.

Maverick Campers

Maverick campers are not accepted. If you have a scout wishing to attend camp but your Troop is not going, the Scoutmaster will need to contact another Troop to make arrangements for the scout to camp with that troop. If you do not know any other Scoutmasters, contact the scout office at 318-325-4634.

Troop Equipment

It is strongly recommended that troops bring their own camping equipment, especially tents. Some camp equipment may be available and can be checked out from the Quartermaster, but there are no guarantees of availability. Due to the limited number of volunteer staff, your troop will be responsible for setting up tents, tarps, etc. and returning all issued equipment at the end of camp.

Leave No Trace

All campers are expected to follow Leave No Trace practices at all times. This applies to campsites and all areas of the campgrounds. Special attention should be given to the common areas, such as latrines, dining hall, flag pole gathering area, and merit badge class locations. Please discuss with your scouts the importance of taking pride in our camp.

Simmonds Building

The Simmonds building was built through the generosity of Mrs Sara Simmonds, in honor of her husband Dr Noel Simmonds, who was the first Eagle Scout in central Louisiana. The building has three primary purposes: 1) medic lodge for those with injuries or requiring medical attention, 2) Scoutmaster and adult leader lounge, and 3) rooms for the camp director, camp medic, and the program director (or those otherwise directed by the DE.) Youth are NOT permitted in the building except for medical reasons, and the showers and laundry facilities are reserved for those staying in the rooms.

Camp Check-Out Procedure

Before leaving camp, each troop must:

1. Ensure fires are out
2. Clean restrooms, turn off water and flush / drain toilets
3. Remove all trash and place in camp dumpsters
4. Return all borrowed equipment to Quartermaster's store
5. Have campsite inspected by Camp Commissioner or his/her designee

Medical Information

Medical Forms

Every Scout, Adult Leader or parent who stays at least one night at camp must have a current BSA health and medical form completed and on file with their troop upon check-in. Scouts and Adults who arrive at camp without the appropriate and completed form will be denied admission to camp, and no fees will be refunded. There are NO exceptions to this policy.

BSA continually updates the medical form, and the latest version is available on the Council website. Please note that the form is separated into different parts, based on

the length of the outing, so read and complete the form carefully, and make sure it's signed by a medical professional as appropriate.

Upon arrival at camp, medical forms are to be provided for review by the camp Health Director, and the forms will be held for the duration of camp and returned to the Troop upon check-out. The Health Director will comply with HIPAA regulations to ensure the privacy of Scouts and adults. Medical forms should be provided in an organized fashion to facilitate quick access in the event of an emergency.

If advised by the Health Director based on information on the medical forms, an additional health screening may be conducted upon check-in.

Prescription drugs may be turned into the Health Director. However, it is the Troop's responsibility to ensure these medications are administered to the Scout or adult. The Scoutmaster or adult designee may maintain and administer medications at the Troop's campsite, provided those medications are secured at all times. All medications must be properly labeled with the patient's name, drug, and dosage.

Insurance

Insurance is provided as part of the regular BSA registration. Out-of-Council troops must provide an official roster of scouts during check-in to validate insurance coverage for their attendees.

Trips to Hospitals and Doctors

Campers requiring the attention of a doctor or the services of a hospital must follow these guidelines after being seen by the Health Director:

1. An adult troop leader should be designated to provide transportation to the doctor or hospital if his/her Scout needs transportation. Camp Staff may assist to ensure proper leadership coverage, or an ambulance will be called, depending upon the nature of the medical incident. LaSalle General in Jena, Louisiana is Camp Attakapas' designated hospital. Two-deep leadership is required for personal transport to the doctor or hospital. Therefore, a unit leader may be called upon to assist.
2. The Health Director or the scout's Scoutmaster will immediately notify the parent(s) or guardian(s) of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you (adult scout leader) of where they can be located in case of an emergency.

Camp Policies

The following BSA policies are provided to ensure a safe environment for all campers, including both youth and adults. This is not intended to be a complete list, but rather those that most

likely apply to this camping event. Violation of these policies can result in immediate expulsion from camp with no refund provide.

BSA Youth Protection

The BSA places the greatest importance on creating the most secure environment possible for its youth members. The Attakapas Winter Camp staff and camp director will have a zero tolerance for abuse toward any scout or staff member. Fighting or abusive behavior toward others will not be tolerated. Any scout violating the youth protection policy may be sent home immediately.

Smoking & Tobacco Use

National BSA policy prohibits adults from using tobacco, in any form, at any time, in front of youth, in any buildings, tents and/or program areas. Please remember, as registered leaders it is your responsibility to help us enforce this policy. Smoking and tobacco use by scouts is prohibited.

Alcohol & Drug Use

The use of alcoholic beverages and/or illegal drugs on Boy Scout property is prohibited. This policy will be strictly enforced for all who use BSA camp facilities.

Liquid & LP Fuels

The use of liquid and LP fueled equipment in camp is controlled because of the hazards involved in storage and usage of such equipment. Under no circumstances shall flames of any kind be carried into or used in tents. Battery powered flashlights and lanterns are the only acceptable lights for use in tents. All fuel must be used and stored per BSA policies.

Firearms, Fireworks, Ammunition

No firearms, fireworks, or ammunition are permitted in the camp at any time for any reason. Only camp-supplied archery, firearms, and ammunition are allowed to be used at camp. THERE ARE NO EXCEPTIONS.

Pets

No pets of any type will be permitted in camp.

Vehicles in Camp

Vehicles must be parked in designated spaces for the duration of camp. Limited vehicle traffic is permitted during check-in and check-out for unloading and loading only. Troop trailers may remain in campsites. Campers' vehicles with authorized permits for valid health reasons may be allowed to remain in camp sites. See the camp office in the Ayres building for permits. No ATVs, golf carts or other motorized vehicles are allowed in camp without prior permission and permitting. The speed limit in camp is posted 5 mph or less.

What to Bring

Anyone can camp in fair weather, but the weather in Central Louisiana this time of year is UNPREDICTABLE. Be prepared. The real test is to be ready so that you remain comfortable in the event of cold, wet weather. Here are some key suggestions:

- Wear the proper clothing and stay dry!
- Bring extra blankets. It may get **cold!**
- Bring extra socks, change them often – keep your feet dry
- Wear warm insulated footwear (and bring an extra pair)
- Bring headgear – you lose 70% of your body heat through the top of your head
- Bring gloves
- Make sure tents are well tied down and have a ground cloth under them. Sleep on a cot with a closed cell foam pad for maximum protection. An air mattress absorbs your body heat & causes you to become colder faster.

THINGS TO BRING TO CAMP

REQUIRED

Signed & Completed Medical form
Tent
Sleeping Bag / Blankets / Pad
One Complete Winter Uniform
Extra scout pants
Swim Suit for Polar Bear Plunge / Mountain Man
Underwear (at least 6 pair)
Socks (at least 6 pairs)
Boots
Extra Shoes
Poncho or Raincoat
Warm Shirts/Sweaters
Towels
Toilet Articles
Pocket Knife
Flashlight & extra batteries
Canteen
Scout Handbook
Hiking Equipment
Coat
Hat
Notebook, pens, pencils

OPTIONAL

Back pack
Religious Book/Bible
Compass
Gloves
Camera/Film
Fishing Gear
Watch
Dark Glasses
Sewing Kit
Cot
Foam Pad

PLEASE LEAVE ALL UNNECESSARY ITEMS AT HOME

Merit Badge Summary

Some merit badges are easily earned in a camping period while others take much longer. Encourage your scouts to start working early, before camp, and to followup with their scoutmaster after camp for those not completed. Some Merit Badge Pamphlets are available at the Trading Post.

Merit Badges in ***bold/italics*** are Eagle required.

Merit Badge difficulty levels are:

B - Beginner (any scout), A - Advanced (at least 2nd Class), E - Experienced (beyond 1st Class)

Merit Badges	Lvl	Prerequisites
Archery <i>NOTE: \$10 Fee Applies</i>	B	
Art	B	
Camping	A	
Chess	B	
<i>Citizenship in the Nation</i>	A	
<i>Citizenship in the Society</i>	E	Only for Life scouts, or those very close to earning Life
<i>Citizenship in the World</i>	E	
<i>Communication</i>	E	
Crime Prevention	B	Split day with Fingerprinting
Electricity	A	
<i>Emergency Preparedness</i>	A	
Energy	A	
Environmental Science	E	
Fingerprinting	B	Split day with Crime Prevention
<i>First Aid</i>	A	
Geology	A	Can and Will be completed at camp
Indian Lore	B	
Law	A	
Leatherwork	B	
<i>Personal Fitness</i>	A	
<i>Personal Management</i>	E	
Public Speaking	A	
Railroading	B	
Rifle Shooting <i>NOTE: \$15 Fee Applies</i>	B	
Robotics	A	
Search & Rescue	A	
Shotgun Shooting <i>NOTE: \$40 Fee Applies</i>	A	
Signs, Signals and Codes	B	
Space Exploration <i>NOTE: \$15 Fee Applies</i>	B	
Traffic Safety	B	
Welding	A	
Wood Carving	B	Bring a pocket knife (MUST have totin' chip)

Please note that merit badges and scheduling are subject to change and/or cancellation depending upon unforeseen circumstances and/or lack of enrollment.

A Scout should not try to work on too many merit badges during Winter Camp. This will result in partial completion of many merit badges. The Scoutmaster should counsel each Scout to determine which badges a Scout should work on, and what requirements need to be completed prior to Winter Camp in order to ensure a good rate of completion at camp.

After a Scout decides which badges to work on, he turns his completed Scout Merit Badge Worksheet into his Scoutmaster for ONLINE entry.

Make special note of the difficulty level of the merit badges – do not sign up scouts for merit badges beyond their age, maturity and skill level. This sets them up to fail, and it blocks scouts truly eligible from participating.

MERIT BADGE WORKSHEET
ATTAKAPAS WINTER CAMP 2022
NOVEMBER 14th – LAST DAY TO REGISTER FOR WINTER CAMP

Name: _____ Troop # _____ Scout Rank: _____ Adult Shirt Size: _____

Special Dietary Needs: _____

Choose three (3) desired classes for each day, ranked 1-2-3 in order of preference. Turn this sheet in to your Troop, do NOT register online – all registrations will be one by the troop for all scouts in your troop. Only one adult per troop is to register the Scouts.

Please note the class difficulty, and do not sign up for a class beyond your abilities:

B – Beginner (any scout), **A** – Advanced (Tenderfoot / 2nd Class), **E** – Experienced (1st Class or above)

<i>SATURDAY</i>	<i>SUNDAY</i>	<i>MONDAY</i>	<i>TUESDAY</i>
Brownsea Island	Archery (B)	Chess (B)	Art (B)
<i>Cit World 1 (E)</i>	<i>Cit Nation (A)</i>	<i>Cit in Society 1 (E)</i>	<i>Camping (A)</i>
Electricity (B)	<i>Cit World 2 (E)</i>	<i>Communication 1 (A)</i>	<i>Cit in Society 2 (E)</i>
<i>Emergency Prep (A)</i>	Indian Lore (B)	<i>Environmental Science (E)</i>	<i>Communication 2 (A)</i>
Energy (A)	Leatherwork	<i>First Aid 1 (A)</i>	Crime Prevent / Fingerprinting
Law (A)	<i>Personal Fitness 1 (A)</i>	Forestry (B)	<i>First Aid 2 (A)</i>
Public Speaking (A)	<i>Personal Management (E)</i>	<i>Personal Fitness 2 (A)</i>	Geology (A)
Railroading (B)	Search & Rescue (A)	Robotics 1 (A)	Rifle Shooting (B)
Shotgun Shooting 1 (A)	Traffic Safety (BP)	Space Exploration (B)	Robotics 2 (A)
Signs, Signals & Codes (A)		Welding 1 (A)	Welding 2 (A)
		Wood Carving (B)	